

Slidev Theme OneCraft

A Capgemini OneCraft template for developers

YOHANN CIURLIK



Digital Customer eXperience

01 avril 2025

text): object is not

Slidev Theme Onecraft

Another cover exemple

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Slidev Theme OneCraft

Another cover exemple

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Sliddev Theme Onecraft

Another cover exemple with a gray background

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Slidev Theme Onecraft

Capgemini cover exemple

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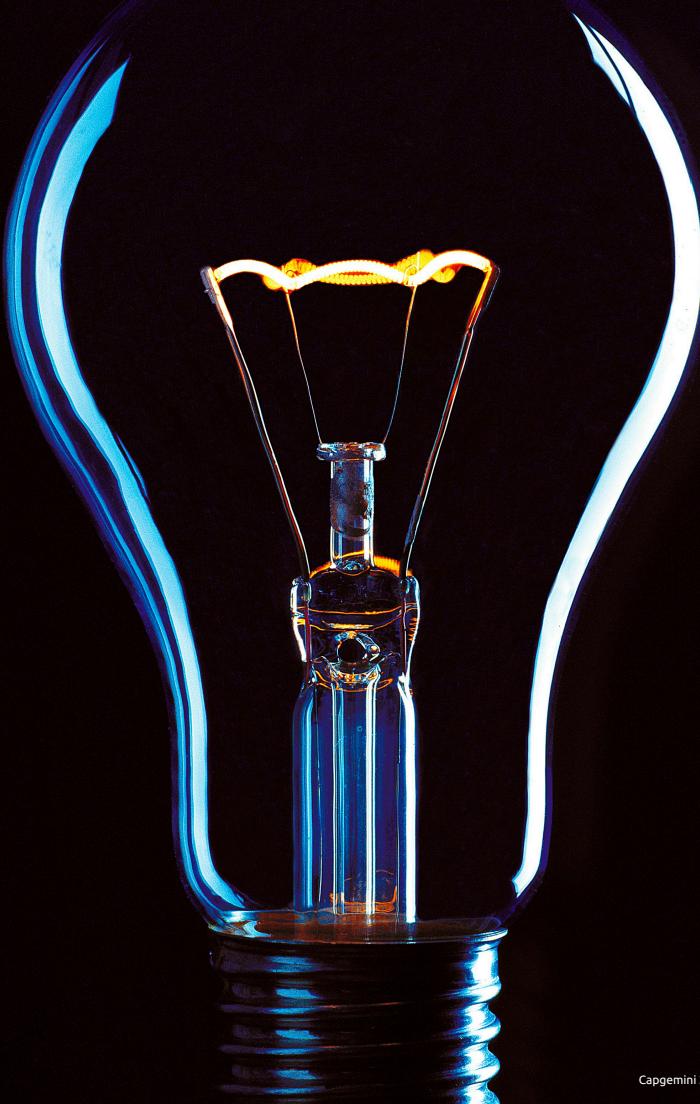
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Template agenda

A layout with image on the right

- Introduction
- A topic
- Another topic
- Yet another topic
- Outro



Yohann Ciurluk

Solution architect at  Capgemini

- Paris, France 
- I often write at medium.com/@spawnrider
- Github portfolio at  spawnrider
- Say hi at  @yohann.ciurluk.fr



Slidev Theme Starter

Presentation slides for developers

Press Space for next page →



What is Slidev?

Slidev is a slide maker and presentation tool designed for developers. It includes the following features:

-  **Text-based** - focus on your content with Markdown, then style it later
-  **Themable** - themes can be shared and reused as npm packages
-  **Developer Friendly** - code highlighting, live coding with autocompletion
-  **Interactive** - embed Vue components to enhance your expressions
-  **Recording** - built-in recording and camera view
-  **Portable** - export to PDF, PPTX, PNGs, or even a hostable SPA
-  **Hackable** - virtually anything that's possible on a webpage is possible in Slidev

Read more about [Why Slidev?](#)

Navigation

Hover on the bottom-left corner to see the navigation's controls panel

Keyboard Shortcuts

space / tab / right

left / shift space

up

down

next animation or slide

previous animation or slide

previous slide

next slide

Code

Use code snippets and get the highlighting directly!

```
// TwoSlash enables TypeScript hover information
// and errors in markdown code blocks
// More at https://shiki.style/packages/twoslash

import { computed, ref } from 'vue'

const count = ref(0)
const doubled = computed(() => count.value * 2)

doubled.value = 2
    Cannot assign to 'value' because it is a read-only property
```

Diagrams

You can create diagrams / graphs from textual descriptions, directly in your Markdown.



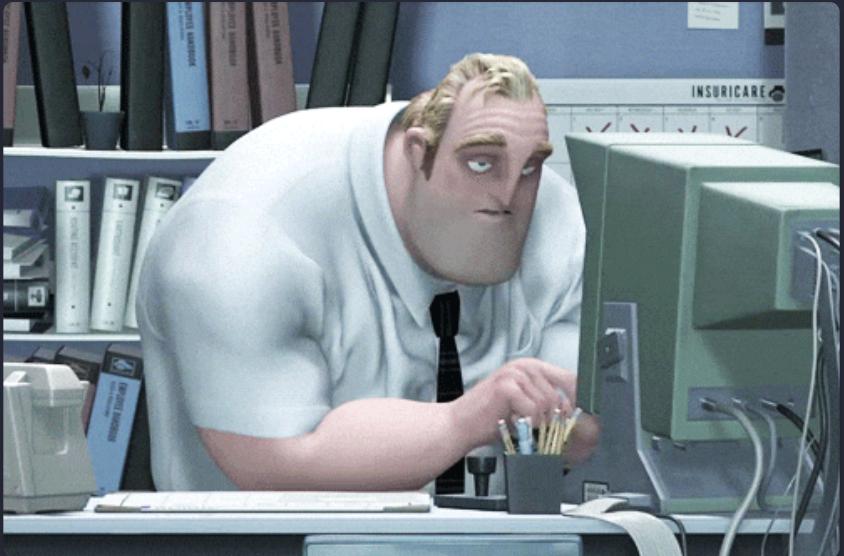
Learn more: [Mermaid Diagrams](#) and [PlantUML Diagrams](#)

Quick introduction

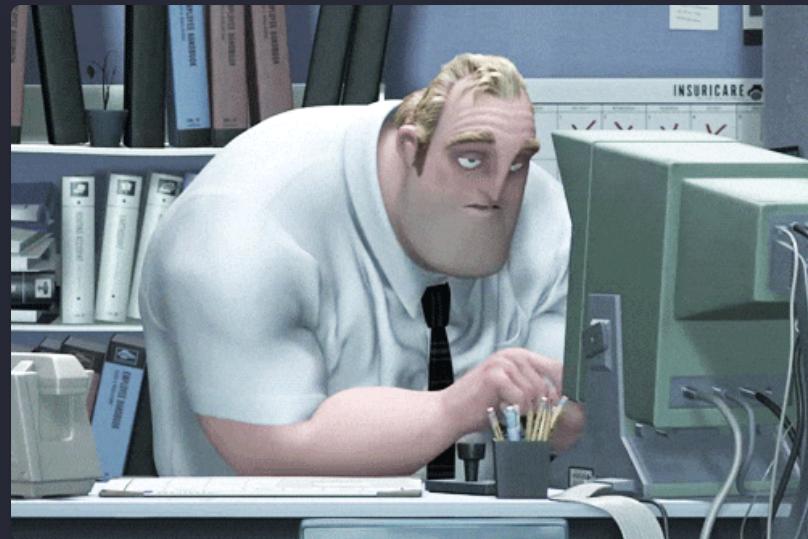


Arepá ipsum dolor amet jalabola! aenean sit
tequeños se prendio esta chamito;? Nisl nojoda
eu amet in? Nisl cuál es la guachafita ni lava ni
presta la batea háblame cloro grávida sifrino
macundal panita; Sed háblame cloro nunc
empanada ac coroto Na webona vladimil
parchita?

- Cacique panita sit Se prendio la labia grávida
Praesent tequeño.
- Qué paso mi pana?! elit parchita molleja
aguacate vergación, háblame mollejúo
chamito est burda mauris morbi;



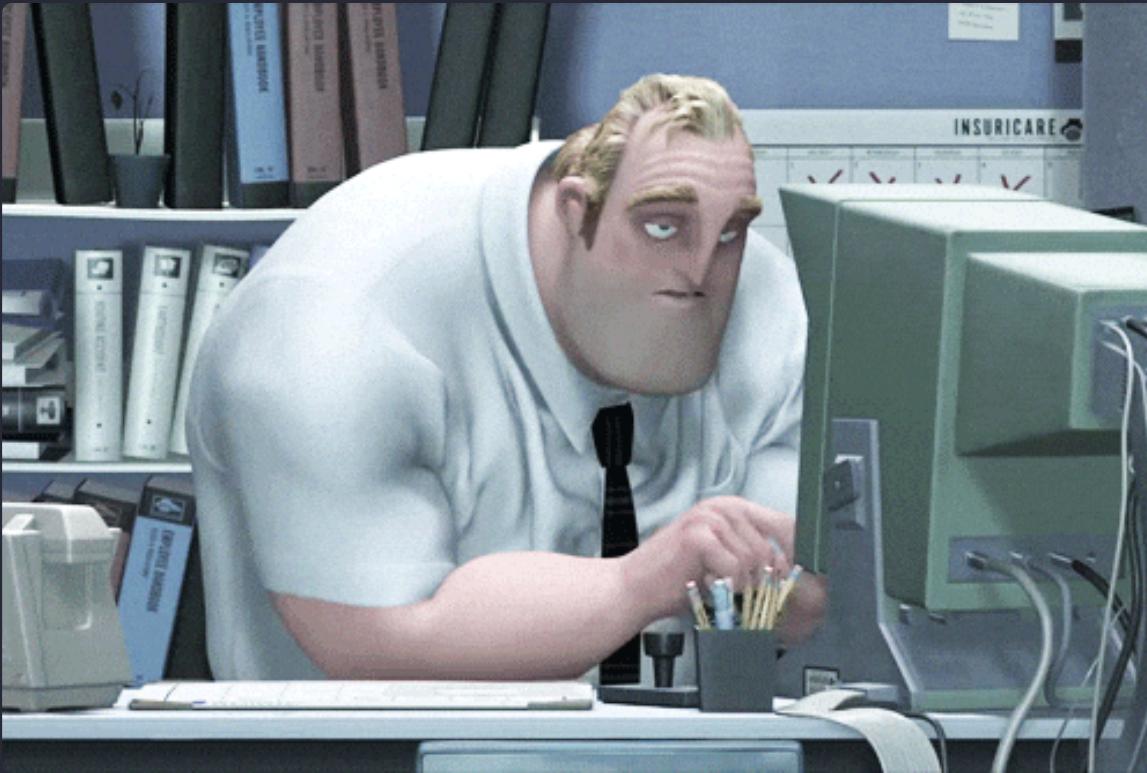
It's incredible



This is a reverse style

Arepa ipsum dolor amet jalabola! aenean sit tequeños se prendio esta mierdaa menool ladilla chamito;? Nisl nojoda eu amet in

New wild section appeared



Awiiwiw

```
// Model.vue
<script setup lang="ts">
import { useAnimations, useGLTF } from '@tresjs/cientos'

const { scene: model, animations } = await useGLTF(
  'models/ugly-bunny.gltf',
)

const { actions, mixer } = useAnimations(animations, model)
const currentAction = ref(actions.Greeting)
currentAction.value.play()
</script>

<template>
  <primitive :object="model" />
</template>
```

```
<template>
  <TresCanvas
    clear-color="#82DBC5"
    window-size
  >
    <TresPerspectiveCamera />
    <Suspense>
      <Model />
    </Suspense>
  </TresCanvas>
</template>
```

Consoles

Use code snippets and get the highlighting directly into a nice looking window!

```
// main.ts

import { createDynamicForms } from '@asigloo/vue-dynamic-forms'
import { createApp } from 'vue'

const VueDynamicForms = createDynamicForms({
    // Global Options go here
})

export const app = createApp(App)

app.use(VueDynamicForms)
```



A screenshot of a code editor interface. At the top, there are four tabs: "HTML", "CSS", "JS", and "Result". The "Result" tab is currently selected, indicated by a darker background. To the right of the tabs is a circular icon containing a geometric hexagon-like shape. Below the tabs is a large, empty white preview area. At the bottom of the interface are three zoom level buttons: "1x", "0.5x", and "0.25x", followed by a "Rerun" button.

Embedded stuff

Use window to show a live demo of any page,
or even a sub component!

Learn More

[Documentation](#) · [GitHub](#) · [Showcases](#) [Onecraft template](#)

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